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OTHELLO — INSTRUCTIONS

SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF.**
2. Insert game cartridge.
3. Turn the power switch **ON** and the title page will come on.

IMPORTANT: If title page does not come on or it flashes, switch your control deck **OFF,** remove cartridge and go back to SET UP PROCEDURES STAGE 2.

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside.

Please use the following cautions.

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Control Deck is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device, other than the Control Pad, before beginning this game please read the appropriate instruction booklet for its correct installation into your system.

INTRODUCTION

Othello on Nintendo is based on the original board game and it's a game with simple rules. When you trap your opponent by placing two of your pieces at both ends of your opponent's row, all of his pieces will turn to yours. And, if at the end you have the most pieces on the board, you win the game. Therefore, both sides will compete to add one piece to the end of the opponent's rows. It is not easy to make a good move and that is the complexity of this game. However, with practice and careful planning, you will find the secret to make good moves. Your opponent can be either the computer or your friend.

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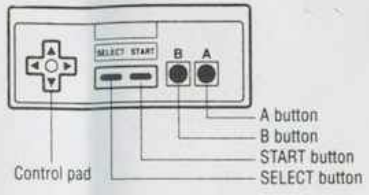
CONTROLS FUNCTIONS



CONTROL PAD
- **Left** - Clockwise.
- **Right** - Anti Clockwise.

SELECT BUTTON - Choose grade, level and number of players.

START BUTTON - Starts game.

A BUTTON - Places piece.

LET'S PLAY

1. The grade selection appears. There are four choices:

   (i) primary (ii) medium (iii) senior (iv) two players.

   Press **SELECT** to choose the level, then **START** to begin. If you choose two players the game will begin automatically, or else you will have to choose the level selection.
2. Use the Control Pad to move. "←" is to move in a clockwise direction and "→" in the opposite direction.
3. Press **"A"** to place your pieces.
4. Press **START** for the next round.

HINTS

1. You can only make legal moves in this games. The only locations that you can place your pieces will be indicated with a block.
2. There is no time limit on this game even though there are two time displays to show how long you spend to make moves.
3. Your score, meaning how many pieces each players has, will be displayed on the top right hand side of the screen.
4. Two kids on the right hand side of the screen represent you and your opponent. The first player is the kid standing on the left, and the second player or computer is standing on the right. When you win pieces, your kid will laugh merrily. If you lose, he'll cry.
5. Since this is an 8x8 board, which means only 64 pieces can be on the board at a time, your opponent needs only 32 pieces to win the game. Or when one side has more pieces than his competitor towards the end of the game, he wins.
6. Watch the corner, and you will win the game.